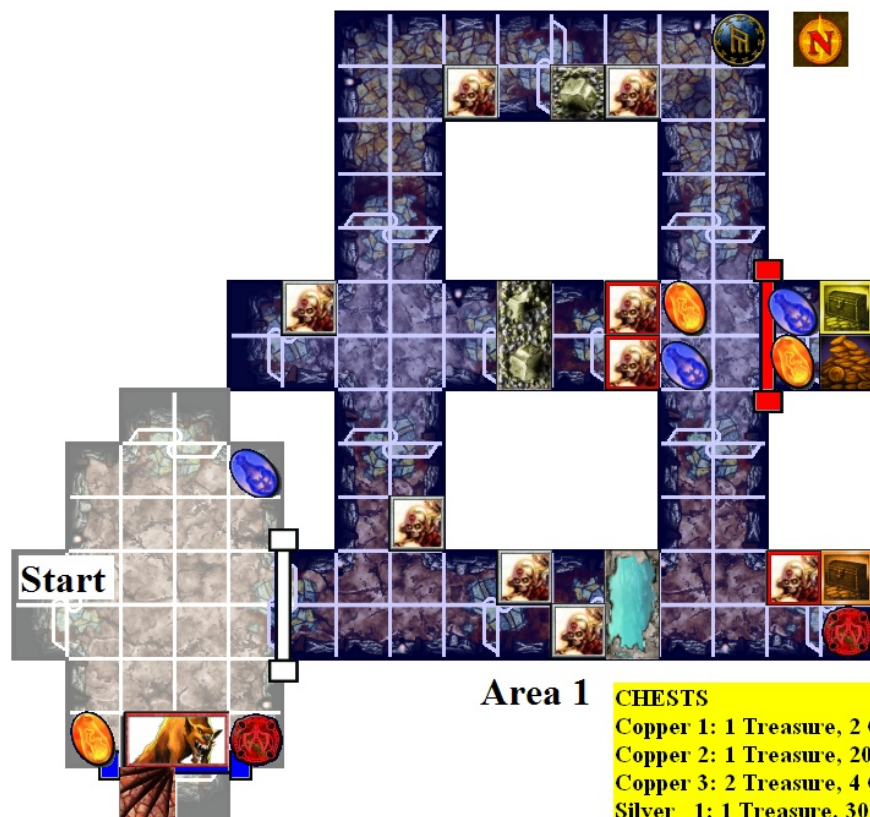




Area 1

CHESTS

- Copper 1: 1 Treasure, 2 Conquest
- Copper 2: 1 Treasure, 200 gold, 2 Curses
- Copper 3: 2 Treasure, 4 Curses
- Silver 1: 1 Treasure, 300 gold, 2 Curses
- Silver 2: 1 Treasure, 3 Conquest, 2 Curses
- Silver 3: 2 Treasure, 3 Curses
- Gold 1: 1 Treasure, 3 Conquest, 2 Curses
- Gold 2: 2 Treasure, 4 Curses

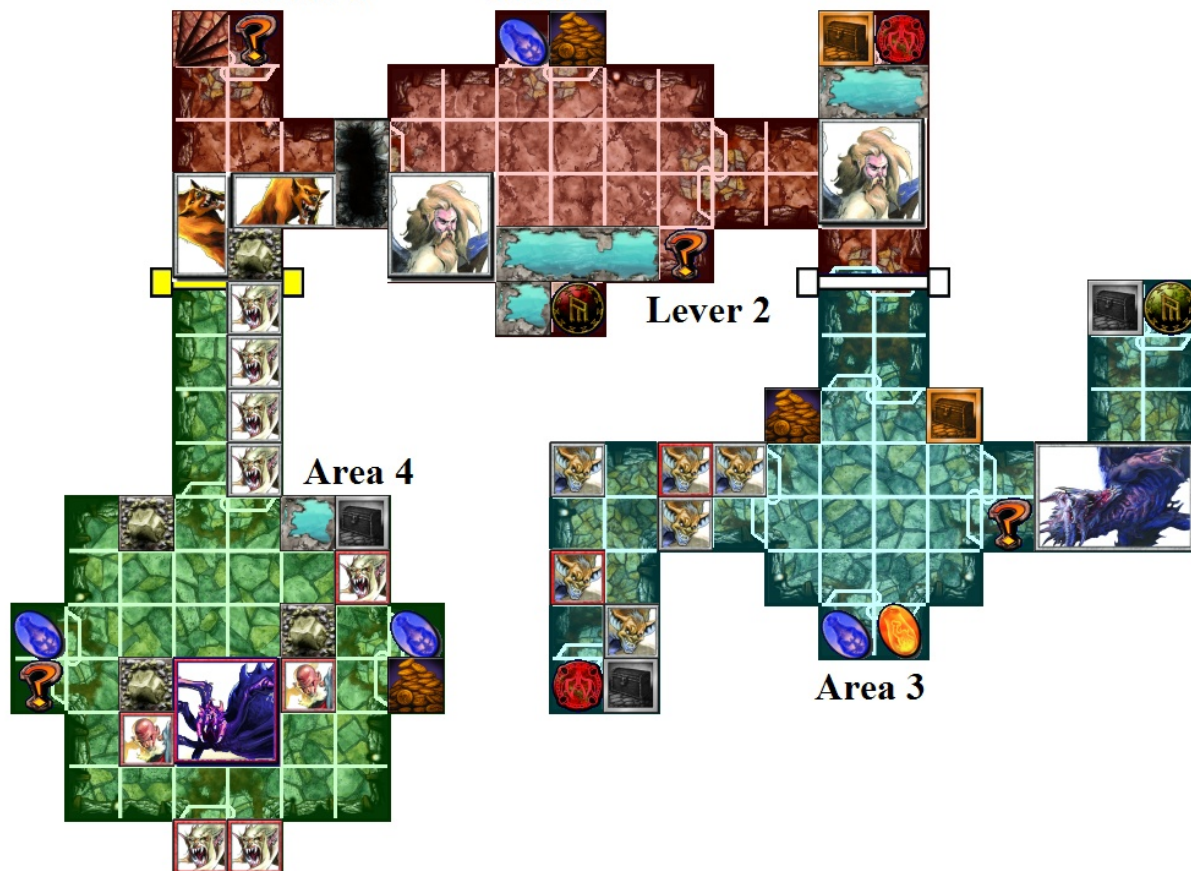
Lever 1

Area 2

Lever 2

Area 4

Area 3



In Search of Pants!

By Seth Stejskal

Quest Background

You are all taking part in Local Town's annual Grue hunt when Mr. Fanceypants, the lead huntsmen, is gone missing! After a concerted effort (of a couple of curious bystanders poking about with a damp stick) by the hunting party his horse, Seeker, comes bounding out of some particularly thick undergrowth, only to leap about excitedly right back through.

After following Seeker for several minutes everyone is lead to a long forgotten burial chamber. With Mr Fanceypants's hunting horn laying bent and ruined (as if trampled by an overexcited Seeker) near a collapsed portion of the ground it is appearant that our lost huntsman lay somewhere down below. With unusual persistence and loyalty befitting OCD, Seeker takes a mighty leap, plummeting into the darkness below only to be followed by his impatient whinnying for everyone to follow.

And so it was decided by a horse to explore these ruins for his lost rider. Not that anyone was particularly concerned since he was a bit of a git by all accounts, but what the hay maybe he died and you could go through his pockets for loose change. Even if there was a distinct smell of Elderberries. . .

Quest Goals

Noone here has a map to this place, so stop your whining! Make one yourself if you must have one. Besides Seeker is leading everyone about anyway so its not like you would be horribly and irrevocably lost. Unless you did something stupid like let the horse get killed. Then I suppose you would be royally screwed then wouldn't you?

So barring anything bad happens to the horse perhapse you want to find Mr. Fanceypants before anything particularly unpleasant happens to him. And doing so with Seeker in good health would be a bonus so you can all escape this unfortunate trap . . er. . accident. Yeah that's what it was. . . an accident. Yessiree.

The heroes will have Seeker acting as a familiar for them. Use a hellhound figure to represent Seeker. It is important to keep him alive or the rescue will end and everyone here will be hysterical and unable to find his way home (even if glyphs have been activated already. Remember everyone will become hysterical and blubbering so logic is out the window and goodness is doomed!) Seeker may attack using 1 red die and has the knockback ability. He has 20 wounds, move 8, armor 1. Likewise he can be used to hold up to 5 items for the party.

It is up to the heroes to find Fanceypants before perishing or something.

Start

You are all within the crumbling remains of an ancient burial catacomb. Across from you a twisted gate hangs limply on its last remaining hing as a fiery shape awakes from its

slumber!

Area 1

Fallen warriors of the Totemcarven tribe are dressed in ceremonial garb, long faded and ruined from decay. In the distance three skeletons holding powerful relics seem to bath the room in a greenish light. The other warriors glowing eye sockets turn to face the intruders of their eternal slumber!

All of the skeletal warriors here have the Greater Undying ability. They will continue to come back at full health until one of the three master skeletons are slain. The master skeletons DO NOT have Greater Undying. At this point all non master warrior skeletons will immediately fall into a heap of bones and fabric.

Area 2

Following the enormous winding staircase down leads you all into a large cavernous temple. The walls are covered in macabre scenes depicting the end of the world as the Deep Void bubbles up to the surface. The room seems to be closing in around you as darkness seems to swallow you whole!

On an altar you spot a hovering runekey waiting to be rescued from its current owner that bellows a warning:

"You may not have the fancy pant wearing one. The Void has plans for him. Go away before this turns into a monologue you squishy little buggers!"

At that the Manticore gives a tentative swipe of the paw in your general direction.

The Mark of the Void has utterly hindered all LOS in this room to only 3 squares. This will affect ranged attacks and spawning.

Important: The two levers must be activated in order to drain the water surrounding the altar. Remove the water tokens when both levers are activated. Additionally the Mark of the void wears off and Line of Sight returns to normal. The piece of rubble can be smashed through by something particularly large and playful!

Area 3

Upon this door someone has crudely scrawled the words Fido's room, Beware of puppy! Inside you can hear the sounds of huge leathery winds beating in the darkness as well as the sound of a large dragon tearing around the corner. It wears a collar bearing the name Fido and is holding a large ball covered in Dragon slobber. Fido leaps playfully at you, threatening to pulverize you all with his massive form, and spastically wagging tail!

The "?" is Fido's favorite toy ball. The heroes will need to play fetch with Fido in order to avoid getting crushed. If Fido accidentally crushes a hero he takes 4 wounds bypassing armor. Fido will follow the ball in whatever direction it is thrown. Any figures in his path while following the ball will be crushed. Fido will bring the ball to the nearest hero so that it may be thrown again! When throwing use 1 yellow and 1 green die.

Important: Fido does not intentionally hurt anyone. Fido seems impervious to attacks and cannot be harmed himself.

Area 4

You have battled your way into the inner sanctum where you find Fancypants eating straw in the corner on all fours. Beyond you see several cultists preparing a sacrifice for a nasty looking Spider. Upon spotting you they run and hide while several beastmen slink out of the shadows to greet you.

Important: The spider has +4 armor and +10 Wounds.

End

Upon defeating the Spider and cultists you have thwarted their nefarious plan. You think. At least for now anyway. As you ponder this a golden energy envelopes horse and owner until it momentarily blinds you. When suddenly Fancepants begins sputtering and spitting out mouthfuls of hay! It seems the two of them have switched back to their old bodies as goodness and decency prevail!

But as all schoolchildren know (but apparently no one else), the agents of nastiness are sore losers, so you can be sure the minions of the Great Void will be back with a vengeance!

Give yourselves a pat on the back for a job well done, as well as 4 utterly useless conquest points as a token gesture of good will!

Congratulations!

Important: Fido cannot go back to his body since the heroes brutally killed the first hellhound they encountered. Way to go. He cannot follow the heroes into further dungeons since they aren't handicapped accessible. He can however still become the mascot of the heroes if they so wish although, he is not housebroken.